

Wi-Fi Connection/ One-touch (NFC) Guide



Detailed operations are described in the Wi-Fi Guide.

Refer to the following website.



<http://support.d-imaging.sony.co.jp/wi-fi/dsc/2013-3/>

* NFC: Near Field Communication

"Cyber-shot" support page



<http://www.sony.net/SonyInfo/Support/>

Notes

- The Wi-Fi function of this camera cannot be used connected to a public wireless LAN. PlayMemories Mobile is not guaranteed to work on all Smartphones and Tablets.
- To use the One-touch functions (NFC) of the camera, a smartphone or tablet computer supporting the NFC function is required.

Sending images to a smartphone/tablet computer (One-touch sharing (NFC))

Required equipment/environment: A smartphone or a tablet computer
(A wireless access point is not necessary)

1 Install the latest version of PlayMemories Mobile on your smartphone.

Note: For more information, refer to the following website.
<http://www.sony.net/pmm/>



Android 2.3 ~



*Using One-touch functions (NFC), Android 4.0 ~

iOS 4.3 ~



*One-touch functions (NFC) are not available

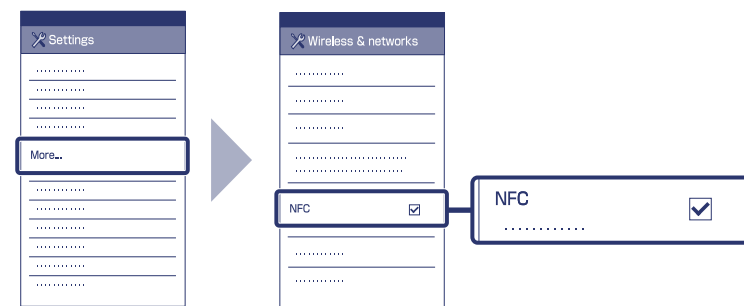
- The information on compatible OS versions is current as of September 2013.

2 Select an image on the camera to be sent and connect a smartphone to the camera.

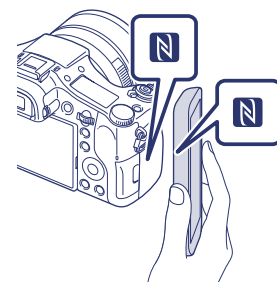
Note: Movies recorded in AVCHD format cannot be sent to a smartphone.

Android supporting NFC (One-touch sharing)

- Select [Settings] on the smartphone, then select [More...] and place a checkmark next to [NFC].



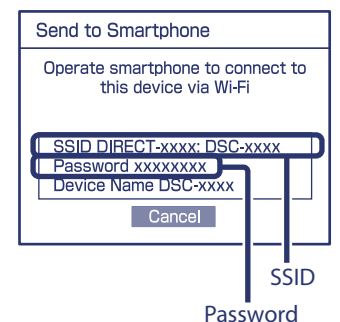
- Playback an image to be sent to the smartphone.
- Touch the smartphone to the camera.



- Touch the camera and Smartphone together without moving them until PlayMemories Mobile launches on the smartphone (1-2 seconds).
- If there is no **N** (N mark) on the smartphone, refer to the instruction manual of the smartphone for the touch area.
- When not well connectable by NFC, see "Android/iPhone/iPad not supporting NFC".

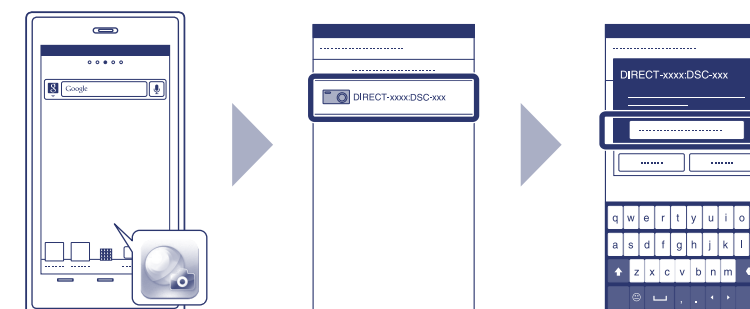
Android/iPhone/iPad not supporting NFC

- Playback an image to be sent to the smartphone.
- Select MENU → (Wireless) → [Send to Smartphone] → [Select on This Device] → [This Image].
 - You can also press the (Send to Smartphone) button to display the Smartphone transfer screen.
- Use the SSID and password displayed on the camera to operate the Smartphone.



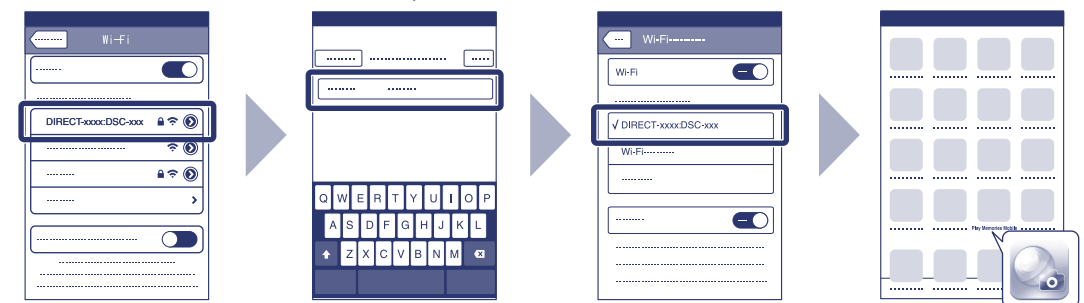
Android

- Start PlayMemories Mobile.
- Select the SSID.
- Input the password (first time only).



iPhone/iPad

- Select [Settings] → [Wi-Fi], and select the SSID.
- Input the password (first time only).
- Confirm that SSID is selected.
- Start PlayMemories Mobile.



- If you cannot connect your Smartphone to the camera by performing the steps above, turn your Smartphone off and then on again, and try again.

3 Images on the camera will be sent to your smartphone.

Note: The sent image is stored in Gallery/Album of Android, or Album of iPhone/iPad.

Using a smartphone/tablet computer as a remote controller (One-touch remote (NFC))

Required equipment/environment: A smartphone or a tablet computer (A wireless access point is not necessary)


You can monitor the image to be captured and shoot with your smartphone. After step 1 on the reverse side, set the camera to shooting mode and connect following the steps below.

One-touch connection using an NFC-enabled Android Smartphone

Touch  (N mark) on the camera to  (N mark) on the Smartphone.

For notes on connection, see ③ under step 2 "Android supporting NFC (One-touch sharing)" on the reverse side.

Connecting without NFC

MENU →  (Wireless) → [Ctrl w/ Smartphone] → Proceed to step 2 "Android/iPhone/iPad not supporting NFC"-③ on the reverse side.

Communication distance may vary, depending on your surroundings/smartphone.

For details on operations, refer to the Wi-Fi Guide.

<http://support.d-imaging.sony.co.jp/wi-fi/dsc/2013-3/>



Sending images to the computer

Steps 1 and 2 are required the first time only.

Required equipment/environment: The computer must be connected to a wireless access point

1 Install the latest software on your computer.

Set the Wi-Fi import settings after the software is installed on your computer.

Windows: PlayMemories Home

www.sony.net/pm/


Mac: Wireless Auto Import

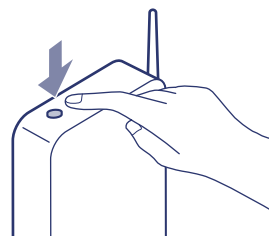
<http://www.sony.co.jp/imsoft/Mac/>
Select [Wireless Auto Import].

2 Connect the camera to an access point.

Note: For more information, refer to the instruction of the access point, or contact the person who set up the access point.

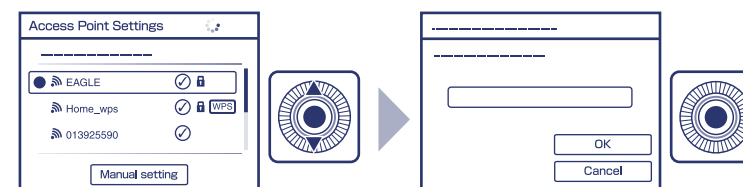
If the wireless access point has a WPS button.

- ① Select MENU →  (Wireless) → [WPS Push] on the camera.
- ② Push the WPS button on the wireless access point you want to register.




If you know the SSID and password of your wireless access point.

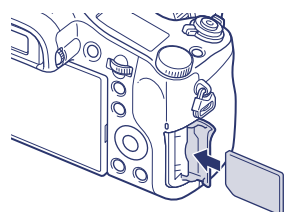
- ① Select MENU →  (Wireless) → [Access Point Set.] on the camera.
- ② Select the access point you want to register, enter the password, then select [OK].



3 When your computer is not started, turn on the computer.

4 Start sending images to the computer.

- ① Confirm that a memory card is inserted in the camera.
- ② Select MENU →  (Wireless) → [Send to Computer].
 - Image saving automatically starts.
 - Previously sent images are not duplicated.
 - Sending a movie or multiple still images takes time.



Using other Wi-Fi functions

Other Wi-Fi functions are available, such as transferring images to a TV and playing them back.

For further details, refer to the Wi-Fi Guide.

